

**AMENDMENTS TO THE CLAIMS**

1 (withdrawn). A system for playing an interactive sports simulation game comprising:  
a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;  
a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.

2 (withdrawn). The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.

3 (withdrawn). The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.

4 (withdrawn). The system of claim 1 wherein said game is a championship game of a tournament.

5 (withdrawn). A system for playing an interactive sports simulation game comprising:  
at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;

a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;

wherein said server operates to initiate a game and permit said viewers desiring to interact with said game to play said sports simulation game.

6 (withdrawn). The system of claim 5 wherein said game is delayed from being broadcast at the time said game is being played.

7 (withdrawn). The system of claim 5 wherein said game is a football sports simulation.

8 (withdrawn). The system of claim 5 wherein said game is a championship game of a tournament.

9-16 (cancelled).

17 (currently amended). A method of implementing an interactive game between at least two players and viewed by a least one non-participating viewer in an interactive television broadcast system comprising:

launching said interactive game on a video game server connected to said television broadcast system that controls play of said interactive game;

embedding first markup language code in a video broadcast stream, said first markup

language code generated by said video game server and broadcast to a first set top

box at a specific address in said video broadcast system, said first markup language code comprising a user interface for a first player of said at least two players; embedding second markup language code in said video broadcast stream, said second markup language code generated by said video game server and broadcast to a second set top box at another specific address in said video broadcast system, said second markup language code comprising a user interface for a second player of said at least two players; selecting at least one of the first and second players for said interactive game based on at least one ~~player-defined~~ parameter provided by the first or second players; transmitting a game control signal, that is generated in response to an input from said first player playing said interactive game, and message data from said first set top box to said video game server; receiving said game control signal and said message data at said video game server; generating video images in said video game server in response to said signal; inserting said video images into said video broadcast stream; transferring said message data from said video game server to said second set top box; and broadcasting said video broadcast stream to a plurality of set top boxes including set top boxes of said at least two players and said at least one nonparticipating viewer.

18 (previously presented). The method of claim 17 further comprising:

displaying player controls in a first portion of a screen viewed by said first player and said video images in a second portion of said screen using said first markup language code.

19 (previously presented). The method of claim 17 wherein said step of embedding first markup language code further comprises:

embedding HyperText Markup Language (HTML) code in said video broadcast stream.

20 (previously presented). The method of claim 17 wherein said step of broadcasting further comprises:

combining said video images with second video images and broadcasting combined images to said plurality of set top boxes including said at least one set top box associated with a non-participating viewer.

21 (previously presented). The method of claim 17 further comprising:  
transmitting said game control signal to said second player.

22 (previously presented). The method of claim 20 further comprising:  
altering the display produced by said second set top box in response to said game control signal.

23 (previously presented). The method of claim 17 wherein said step of generating video images further comprises:

generating video images that are an overview of said interactive video game.

24 (previously presented). The method of claim 17 wherein said interactive game is a sports game.

25 (previously presented). The method of claim 17 wherein said interactive game is a casino game.

26 (previously presented). The method of claim 17 wherein said interactive game is a game show game.

27 (currently amended). An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game

and, produces video images of said game;

a television broadcast system connected to said server that broadcasts a video broadcast

stream containing said video images to a plurality of set top boxes including set top

boxes of at least two players of said interactive game and at least one non-player of

said game, and that broadcasts embedded markup language code, if any, addressed

individually to said set top boxes of at least two players;

a first set top box connected to said television broadcast system that receives said video

broadcast stream and that acquires first markup language code addressed to said first

set top box wherein said first markup language code is embedded in said video

broadcast stream and provides a first user interface for a first player;

a second set top box connected to said television broadcast system that receives said video

stream and that acquires second markup language code addressed to said second set

top box wherein said second markup language code is embedded in said video

broadcast stream and provides a second user interface for a second player; and

a third set top box connected to said broadcast system that receives said video stream and

that outputs said video images to a display device of at least one viewer that does not participate in said game,

wherein said server is further configured to receive a data message from said first set top box and transfer said data message to said second set top box; and  
wherein at least one of the first and second players for the interactive game is selected based on at least one ~~player-defined~~ parameter provided by the first or second players.

28 (previously presented). The interactive game system of claim 27 wherein said first markup language code is HyperText Markup Language (HTML) code.

29 (previously presented). The interactive game system of claim 27 further comprising:  
second video images that are combined with said video images and said embedded data, if  
any, to create said video stream.

30 (previously presented). The interactive game system of claim 27 further comprising:  
a network that communicates an input received from said first player at said first set top box  
to said server.

31 (previously presented). The interactive game system of claim 30 wherein said network comprises a back-channel in said broadcast system.

32 (previously presented). The interactive game system of claim 30 wherein said network comprises a connection to the Internet.

33 (previously presented). The interactive game system of claim 27 wherein said first markup language code further comprises:

code that displays a user interface in a first portion of a display screen and that displays said video images in a second portion of said display screen.

34 (previously presented). The interactive game system of claim 27 wherein said first markup language code further comprises:

code that produces a first graphical image of said game in said first set top box.

35 (previously presented). The interactive game system of claim 34 wherein said second markup language code further comprises:

code that produces a second graphical image that differs from said first graphical image of said game in said second set top box.

36 (previously presented). The interactive game system of claim 27 wherein said interactive game is a sports game.

37 (previously presented). The interactive game system of claim 27 wherein said interactive game is a casino game.

38 (previously presented). The interactive game system of claim 27 wherein said interactive game is a game show game.

39 (currently amended). An interactive game system for playing an interactive game between at least two players of said interactive game on a broadcast television network and broadcasting said interactive game to at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

first means for running said interactive game and producing video images of said game;  
second means for producing a video signal from said video images and embedding markup language code addressed to specific receiving means in said signal, said markup language code including code, if any, that is necessary for said players to play said game;

broadcast television network means for broadcasting said video signal; first receiving means for receiving said video signal from said broadcast television network means and acquiring first markup language code addressed to said first receiving means embedded in said video signal, said first markup language code comprising a user interface for a first player of said at least two players;

second receiving means for receiving said video signal from said broadcast television network means and acquiring second program code addressed to said second receiving means embedded in said video signal, said second markup language code comprising a user interface for a second player of said at least two players;

means for receiving a data message from said first receiving means and transferring said data message to said second receiving means;

means for selecting at least one of the first and second players for said interactive game based on at least one ~~player-defined~~ parameter provided by the first or second players; and

third receiving means for receiving said video signal from said broadcast television network means and presenting said video images to said at least one additional viewer that is not a participant in said game.

40 (previously presented). The interactive game system of claim 39 further comprising:



network means that transfer a signal generated in response to an input from said first player from said first receiving means to said first means.

41 (previously presented). The interactive game system of claim 39 wherein said interactive game is a sports game.

42 (previously presented). The interactive game system of claim 39 wherein said interactive game is a casino game.

43 (previously presented). The interactive game system of claim 39 wherein said interactive game is a game show game.

44 (currently amended). An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game and produces video images of said game;

a television broadcast system connected to said server that broadcasts a video broadcast stream containing said video images to a plurality of set top boxes including set top boxes of at least two players of said interactive game and at least one non-player of said game, and that broadcasts embedded markup language code, if any, addressed individually to said set top boxes of at least two players;

a first set top box connected to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player;

a second set top box connected to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player; and  
a third set top box connected to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game,  
wherein said server is further configured to receive a data message from said first set top box and transfer said data message to said second set top box; and  
wherein the registration of at least one of the first and second players is solicited through [[an]] a television advertisement.

45 (currently amended). The method of claim 17 wherein the step of selecting at least one of the first and second players further comprises the step of ranking players based upon the at least one ~~player-defined~~ parameter provided by the first or second players.

46 (currently amended). The method of claim 17 wherein the at least one ~~player-defined~~ parameter provided by the first or second players is stored in a database and comprises at least one variable set by the first or second player.

47 (currently amended). The method of claim 17 wherein the at least one ~~player-defined~~ parameter provided by the first or second players is selected from the group consisting of the level of difficulty for the game, a ranking of the first or second player, previous experience with the game, and a self-ranking evaluation.

48 (currently amended). The system of claim 27 wherein the selection of the first or second players is based on a ranking according to the at least one ~~player-defined~~ parameter provided by the first or second players.

49 (currently amended). The system of claim 27 wherein the at least one ~~player-defined~~ parameter provided by the first or second players is stored in a database and comprises at least one variable set by the first or second player.

50 (currently amended). The system of claim 27 wherein the at least one ~~player-defined~~ parameter provided by the first or second players is selected from the group consisting of the level of difficulty for the game, a ranking of the first or second player, previous experience with the game, and a self-ranking evaluation.